

# CRYPTOBLADES KINGDOMS

SEED FUNDING PITCH DECK

PLAY TO EARN

2021

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EXHIBIT B



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How you can partner with us to accelerate our targets and make a lasting impact in this market

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How we've reinvented Play-To-Earn and why CryptoBlades is currently the #1 Crypto Game on Binance Smart Chain

02

## Team

Proven game-development and blockchain team

04

## Summary

How CryptoBlades Kingdoms will transform the Play-To-Earn and NFT crypto markets

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# KING TOKEN SEED FUND OVERVIEW

# K

TOKEN NAME: KING

IDO DATE: AUGUST 2021

TOTAL SUPPLY: 1,000,000,000 TOKENS

TOTAL RAISE: \$5.6MM USD

LISTING PRICE: 3 CENTS

INITIAL MCAP: \$480K USD (10M IDO TOKENS +

6M LIQUIDITY TOKENS AT 3 CENTS)

20% VC Private Sale

200M tokens

4M raise at 2 cents per KING

Vesting Schedule:

3 month lock, then 10%  
unlock each month

4% IDO

Seedify.fund

30M tokens

1M raise at 2.5 cents per KING

Vesting Schedule:

25% unlock at listing, 25%  
each proceeding month

3% Private Sale

Seedify.fund

30M tokens

600k raise at 2 cents per KING

Vesting Schedule:

3 month lock, then 10%  
unlock each month

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# RIVETED GAMES

Award-Winning Game Developer  
Established in 2014



Riveted Games LLC, owned and operated by Philip Devine, is an independent game development studio with multiple titles launched on the worldwide marketplace Steam. Since 2014, Riveted Games has won numerous awards such as "Nordic Game Festival Winner" for best independent title, "Indie Megabooth" selection for the game *Lightspeed Frontier*,

as well as "Best Historical Game" for *Nations at War - White Star Rising*, among others. Creatives at heart, members at Riveted Games are professional as well as responsive when it comes to community development and feedback. As evidenced by the history of titles, they put gamers first.

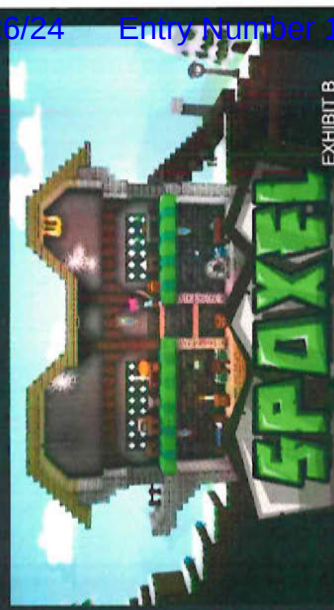


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# COMPANY MISSION

Why we do what we do

Our Vision: For gamers to regain control of their digital assets, Play to Earn, and increase adoption of blockchain technology in their everyday lives.

Our Mission: To provide a fun and profitable experience for our players, to create a healthy and excited community around blockchain gaming, and build an ecosystem of Play-to-Earn systems to meet the needs of all gamers from around the world.

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# Philip Devine

## OWNER

.....

Mr. Devine, owner of Riveted Games, developer of CryptoBlades, has owned and operated Riveted Games since 2014, releasing multiple award-winning titles on Steam, the world's largest game marketplace as well as independently. He is also a developer at heart and has carefully built his team based on their past experience in game and blockchain development.

## CONFLICT MANAGEMENT

## DECISION-MAKING

## ORGANIZATIONAL



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# Our Team



**Dan Karsai**  
GAME DEVELOPER  
.....

UNITY

GAME DESIGN

COMMUNITY MANAGEMENT

Mr. Karsai has worked with Riveted Games since 2016 and specializes in 3D graphics, Unity, Game Design, and Programming. Dan has worked on Lightspeed Frontier, the award-winning space simulation game, Spoxel, and Nations at War. He's in charge of designing our core gameplay graphics and mechanics.



**Kyle Kemp**  
FRONT-END DEVELOPER  
.....

OPEN SOURCE DEVELOPMENT

MANAGEMENT

FRONT-END DEVELOPMENT

Mr. Kemp has over 108 repositories on GitHub and is in the top 0.1% of users for his star rating. To put it simply, he is one of the best front-end developers in the world. He has designed our user interface and optimized our user experience.

<https://github.com/selyria>



**Ray Hammarling**  
BLOCKCHAIN DEVELOPER  
.....

OPEN SOURCE

SOLIDITY

BLOCKCHAIN

Working with us since 2019, Mr. Hammarling is an expert in backend technologies, experimental technologies, and architecture. He has developed the core Smart Contracts which have received praise from auditors and open source contributors for their design and efficiency.

<https://github.com/ramond-h>

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# CURRENT PERFORMANCE

## Our Target

Achieve majority market share in crypto gaming across all chains

## 809%

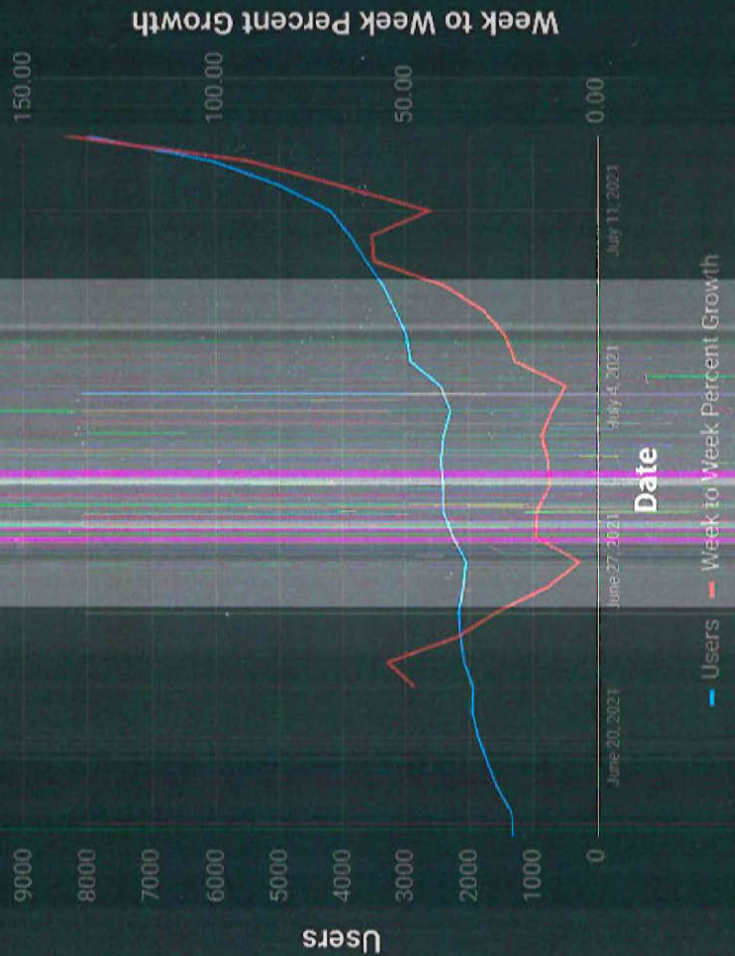
User growth in past 30 days

## BINANCE MVB

**Binance** Most Valuable Builder Competition.  
Currently in **1st place**

Winner receives listing and investment from Binance

## 30 Day User Growth 6/16/21 - 7/14/21



Week to Week Percent Growth

Date

— Users — Week to Week Percent Growth

## Comparison To Top Games

#	Depp	24Hr Users
1	Upland	33.39K 0.50%
2	Galaxy Blocks	18.85K -1.11%
3	Splinterlands	9.13K 1.14%
4	CryptoBlades	8.90K 33.96%
5	Jelly Squish	5.68K -2.14%
6	MOBOX Platform	2.64K 56.12%
7	X World Games	2.24K 84.15%
8	Math War	2.23K -10.28%
9	Brain Warp	1.97K -16.16%
10	Prospectors	1.75K 1.10%



# CryptoBlades Kingdoms Features

<b>Lands</b> 3 Tiered Options Resource Harvesting Exploration Guild Zones Seasonal Changes	<b>Guilds</b> Guild Battles Guild Halls Exclusive Rewards Incentives	<b>Buildings</b> Resource Generation Events Unique Items Kingdom Building	<b>Raids</b> Guild Events Rewards PVP PVE
			

Revenue/User

**Lands**

\$200-\$5,000

**Guilds**

\$10-\$10,000

**Buildings**

\$5-25,000

**Raids**

\$7,500-\$10,000

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# Roadmap

Q3  
2021

## Q3 2021

- IDO with Seedify.Fund
- Land NFT Sale
- Integrated Lands into CryptoBlades Metaverse
- Implement on EVM-Compatible Chains
- Launch the Marketplace for Lands and Resources
- Release Buildings Component for Lands

Q4  
2021

## Q4 2021

- Publish on Steam Game Platform
- Release PVP and PVE Rewards
- Release Guilds, Guild Halls, and Guild Battles
- Multi-chain Mainnet Launch



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# THANK YOU

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